

CYBERMATE
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Instructions for
BGSF/1
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1. This program allows 2 players to oppose each other in a simulation of BATTLESTAR GALACTICA with one player taking the Colonial Fleet, the other the Cylon Alliance.
2. "1- Colonial, 2- Cylon": Player 1 must enter the ID of the fleet he choses to command. Colonials will then be addressed "yes, commander", Cylons "by your command" by the program.
3. Each player takes his turn entering a command. You may use a sensor probe to randomly investigate objects in space (battlestar, base ship, viper, raider, planet) and their status (X-Y location, launch bay facilities, engines, tylium, shields, missiles, lasers, fighters, navigation, sensors). You may plot a view of the galaxy graphing the X-Y locations of all objects in space on the screen. Combining this with sensor probes can give a player valuable information about the location and strategy of your enemy. You may use engines to move your battlestar, base ship, viper or raider from one X-Y location to another X-Y location. You may resupply your battlestar or base ship if you are at the same X-Y location of one of up to ten supply planets randomly placed in the galaxy. Once a planet has been used, it is exhausted of supplies. Any damaged parts (engines, launch bay facilities, shields, lasers, sensors and navigation) are repaired (restored to 100 percent), resupply also renews 10 missiles, 30000 units of tylium, and 20 fighters. You may chose to change sides with the other player at any time. You may check the status of your battlestar or base ship. You may launch a fighter to attack your enemies battlestar or base ship. You may retrieve a fighter if it is at the same location as your battlestar or base ship in order to protect your fighter from destruction. You may launch a missile from your battlestar or base ship to any X-Y location desired. You may destroy a planet, fighter or possibly a battlestar or base ship with a missile. You may use lasers from a ship at one X-Y location against another ship at an X-Y location. A battlestar or base ship may not use lasers against the other battlestar or base ship directly. Only fighters may use lasers against a battlestar or base ship. Lasers and missiles may damage many components on a ship's status and may prevent the use of certain commands relying on those components. Components that are damaged will be repaired at a fixed rate depending on how badly damaged they are. All activities use tylium at various rates. If your tylium runs out, you will lose the game.


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1 REM B050/1, COPYRIGHT 1979, CYBERMATE
10 DEFINITE Z:RANDOM,K=2:L=52,G=0:DIM A(52,12):GOSUB 9000
40 B=0:INPUT "1=COLONIAL, 2=CYLON":B:IF B<1 OR B>2 THEN 40
50 IF B=1 THEN PRINT "YES, COMMANDER":F=2 ELSE PRINT "BY YOUR COMMAND":F=1
90 C=0:INPUT "1=SENSOR PROBE, 2=LAUNCH MISSILE, 3=ENGINES, 4=STATUS REPORT, 5=LAUNCH F
IGHTER, 6=RETRIEVE FIGHTER, 7=FIRE LASERS, 8=VIEW GALAXY, 9=RESUPPLY, 10=CHANGE SIDES
, 11=QUIT":C:IF C<1 OR C>11 THEN 90
100 ON C GOSUB 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 40, 5500
120 FOR I=1 TO 2:A(I,6)=A(I,6)-100
130 IFA(I,4)<100 THEN A(I,4)=A(I,4)+5
140 IFA(I,5)<100 THEN A(I,5)=A(I,5)+5
150 IFA(I,7)<100 THEN A(I,7)=A(I,7)+5
160 IFA(I,9)<100 THEN A(I,9)=A(I,9)+5
170 IFA(I,11)<100 THEN A(I,11)=A(I,11)+5
180 IFA(I,12)<100 THEN A(I,12)=A(I,12)+5
185 IFA(I,6)<1 THEN PRINT "NO TYLIUM":B=1:GOTO 5500
190 NEXT I
200 H=B:B=F:F=H:GOTO 50
1000 IFA(B,12)<100 THEN PRINT "SENSORS DOWN":RETURN
1005 G=G+1:IF G>X THEN G=1
1010 P=G:IF P=B THEN 1005
1015 IFA(P,1)=0 THEN 1005
1020 IFA(P,1)=1 THEN PRINT "BATTLESTAR"
1025 IFA(P,1)=2 THEN PRINT "BASE SHIP"
1030 IFA(P,1)=3 THEN PRINT "VIPER"
1035 IFA(P,1)=4 THEN PRINT "CYLON RAIDER"
1040 IFA(P,1)=5 THEN PRINT "PLANET"
1045 PRINT "X LOCATION=";A(P,2)
1050 PRINT "Y LOCATION=";A(P,3)
1055 PRINT "LAUNCH BAY FACILITY";A(P,4)
1060 PRINT "ENGINES";A(P,5)
1065 PRINT "TYLIUM";A(P,6)
1070 PRINT "SHIELDS";A(P,7)
1075 PRINT "MISSILES";A(P,8)
1080 PRINT "LASERS";A(P,9)
1085 PRINT "FIGHTERS";A(P,10)
1090 PRINT "NAVIGATION";A(P,11)
1095 PRINT "SENSORS";A(P,12)
1100 RETURN
1500 IFA(B,8)<1 THEN PRINT "NO MISSILES":RETURN
1510 X=0:INPUT "X TARGET";X:IF X<0 OR X>127 THEN 1510
1520 Y=0:INPUT "Y TARGET";Y:IF Y<0 OR Y>47 THEN 1520
1522 A(B,6)=A(B,6)-500
1524 IFA(B,6)<1 THEN PRINT "NO TYLIUM":GOTO 5500
1530 FOR I=1 TO K
1540 IFA(I,2)=X AND A(I,1)>0 AND A(I,3)=Y THEN 1560
1550 NEXT I:PRINT "NO TARGET":RETURN
1560 IF I=B THEN PRINT "DESTROYED YOURSELF":GOTO 5500

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1565 A(B,8)=A(B,8)-1
1570 IFA(I,1)=B+2 THEN PRINT "DESTROYED YOUR FIGHTER"
1575 IFA(I,1)=5 THEN PRINT "PLANET DESTROYED"
1580 IFA(I,1)>2 THEN A(I,1)=0:A(I,6)=0:A(I,8)=0:A(I,10)=0:PRINT "TARGET DESTROYED":
RETURN
1582 H=INT(RND(100)):IF H>75 THEN B=F:GOTO 5500
1590 P=INT(RND(10)):H=INT(RND(6)):P=P*10
1591 IF H=1 AND A(I,4)<P THEN 1590
1592 IF H=2 AND A(I,5)<P THEN 1590
1593 IF H=3 AND A(I,9)<P THEN 1590
1594 IF H=4 AND A(I,11)<P THEN 1590
1595 IF H=6 AND A(I,7)<P THEN 1590
1596 IF H=5 AND A(I,12)<P THEN 1590
1600 IF H=1 THEN A(I,4)=A(I,4)-P
1610 IF H=2 THEN A(I,5)=A(I,5)-P
1620 IF H=3 THEN A(I,9)=A(I,9)-P
1630 IF H=4 THEN A(I,11)=A(I,11)-P
1640 IF H=5 THEN A(I,12)=A(I,12)-P
1650 IF H=6 THEN A(I,7)=A(I,7)-P
1660 P=I:GOTO 1020
2000 X=0:INPUT "FROM X LOCATION";X:IF X<0 OR X>127 THEN 2000
2010 Y=0:INPUT "FROM Y LOCATION";Y:IF Y<0 OR Y>47 THEN 2010
2020 X1=0:INPUT "TO X LOCATION";X1:IF X1<0 OR X1>127 THEN 2020
2030 Y1=0:INPUT "TO Y LOCATION";Y1:IF Y1<0 OR Y1>47 THEN 2030
2035 IF X=X1 AND Y=Y1 THEN 2000
2036 Z=0:INPUT "1=FIGHTER, 2=MAIN SHIP";Z:IF Z<1 OR Z>2 THEN 2036
2037 W=B:IF Z=1 THEN W=B+2
2040 FOR P=1 TO K
2050 IFA(P,2)=X AND A(P,3)=Y AND A(P,1)=W THEN 2072
2070 NEXT P:PRINT "NO SHIP":RETURN
2072 IFA(P,5)<100 THEN PRINT "ENGINES UNDER REPAIR":RETURN
2073 IFA(P,11)<100 THEN PRINT "NAVIGATION DOWN":RETURN
2075 IFA(P,1)=B+2 THEN 2110
2076 X2=ABS(X-X1):Y2=ABS(Y-Y1)
2077 H=SOR((X2*X2+Y2*Y2)):H=INT(H*50)+100
2080 A(P,6)=A(P,6)-H
2100 IFA(P,6)<1 THEN PRINT "NO TYLIUM":GOTO 5500
2110 A(P,2)=X1:A(P,3)=Y1:RETURN
2500 P=B:GOTO 1020
3000 IFA(B,6)<50 THEN PRINT "NO TYLIUM":RETURN
3010 IFA(B,10)<1 THEN PRINT "NO FIGHTERS":RETURN
3015 IFA(B,4)<50 THEN PRINT "NO LAUNCH BAY":RETURN
3020 A(B,10)=A(B,10)-1
3030 A(B,6)=A(B,6)-500
3040 FOR P=1 TO K:IFA(P,1)=0 THEN 3060
3050 NEXT P:K=K+1:IF K>L THEN PRINT "ARRAY SIZE":RETURN
3055 P=K
3060 A(P,1)=B+2:A(P,2)=A(B,2):A(P,3)=A(B,3):A(P,4)=0

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3070 A(P,5)=100:A(P,6)=500:A(P,7)=100:A(P,8)=0
3080 A(P,9)=100:A(P,10)=0:A(P,11)=100:A(P,12)=100
3090 PRINT"LAUNCHED":RETURN
3500 FORP=1TOK
3510 IFA(B,2)=A(P,2)AND A(B,3)=A(P,3)AND A(P,1)=B+2THEN3530
3520 NEXTP:PRINT"NO FIGHTER":RETURN
3530 IFA(B,4)<50THENPRINT"NO LAUNCH BAY":RETURN
3540 A(P,1)=0:A(B,10)=A(B,10)+1:RETURN
4000 X=0:INPUT"FROM X LOCATION":X:IFX<0ORX>127THEN4000
4010 Y=0:INPUT"FROM Y LOCATION":Y:IFY<0ORY>47THEN4010
4020 X1=0:INPUT"TO X LOCATION":X1:IFX1<0ORX1>127THEN4020
4030 Y1=0:INPUT"TO Y LOCATION":Y1:IFY1<0ORY1>47THEN4030
4040 IFX=X1ANDY=Y1THEN4000
4042 X2=ABS(X-X1):Y2=ABS(Y-Y1)
4043 H=SOR(X2+X2+Y2+Y2):H=INT(H)
4044 IFH>10THENPRINT"OUT OF RANGE":RETURN
4045 H1=INT(H*50)+100
4050 FORP=1TOK
4060 IFA(P,2)=XAND A(P,3)=YAND A(P,1)=BTHEN4100
4070 IFA(P,2)=XAND A(P,3)=YAND A(P,1)=B+2THEN4100
4080 NEXTP:PRINT"NO SHIP":RETURN
4100 FORI=1TOK
4110 IFA(I,2)=X1AND A(I,3)=Y1AND A(I,1)=FTHEN4200
4120 IFA(I,2)=X1AND A(I,3)=Y1AND A(I,1)=F+2THEN4200
4130 NEXTI:PRINT"NO TARGET":RETURN
4200 IFA(P,1)=BAND A(I,1)=FTHENPRINT"DEFENSIVE LASERS ONLY":RETURN
4203 IF A(P,1)=B+2THEN4300
4205 IFA(P,9)<100THENPRINT"LASER DAMAGED":RETURN
4210 A(P,6)=A(P,6)-H1
4220 IFA(P,6)<1THENPRINT"NO TYLIUM":B=P:GOTO5500
4300 H=INT(RND(10))
4310 IFA(I,1)=F+2AND H<6THENPRINT"NEAR MISS":RETURN
4320 IFA(I,1)=F+2THEN1500ELSE1590
4500 CLS:FORI=1TOK
4510 IFA(I,1)>0THENX=A(I,2):Y=A(I,3):SET(X,Y)
4512 NEXTI
4520 V$=" ":V$=INKEY$:IFV$="X"THENRETURNELSE4520
5000 X=0:INPUT"PLANET X LOCATION":X:IFX<0ORX>127THEN5000
5010 Y=0:INPUT"PLANET Y LOCATION":Y:IFY<0ORY>47THEN5010
5020 FORI=3TOJ+2
5030 IFX=A(I,2)ANDY=A(I,3)AND A(I,1)=5THEN5060
5040 NEXTI:PRINT"NO PLANET":RETURN
5060 IFA(B,2)=XAND A(B,3)=YTHEN5090
5070 PRINT"YOUR SHIP IS NOT ORBITING THAT PLANET":RETURN
5080 IFA(I,6)=0THENPRINT"NO SUPPLIES":RETURN
5090 A(B,4)=100:A(B,5)=100:A(B,6)=A(I,6):A(B,7)=100
5100 A(B,8)=A(I,8):A(B,9)=100:A(B,10)=A(I,10)
5110 A(B,11)=100:A(B,12)=100

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5120 A(I,6)=0:A(I,8)=0:A(I,10)=0:RETURN
5500 IFB=1THENPRINT"COLONIALS,"ELSEPRINT"CYLOWS,"
5510 PRINT"YOU HAVE BEEN ELIMINATED!":END
9000 FORI=1TO2:A(I,1)=I
9010 X=INT(RND(127)):IFX<0THENX=0
9020 IFX>127THENX=127
9030 Y=INT(RND(47)):IFY<0THENY=0
9040 IFY>47THENY=47
9050 A(I,2)=X:A(I,3)=Y
9060 IFI=2ANDX=X1ANDY=Y1THEN9010
9070 X1=X:Y1=Y:A(I,4)=100
9080 A(I,5)=100:A(I,6)=30000:A(I,7)=100:A(I,8)=10
9090 A(I,9)=100:A(I,10)=20:A(I,11)=100:A(I,12)=100
9100 NEXTI:J=INT(RND(10)):IFJ<1THENJ=1
9105 IFJ>10THENJ=10
9110 FORI=3TOJ+2:A(I,1)=5
9120 X=INT(RND(127)):IFX<0THENX=0
9130 IFX>127THENX=127
9140 Y=INT(RND(47)):IFY<0THENY=0
9150 IFY>47THENY=47
9160 FORP=1TOK:IFX=A(P,2)ANDY=A(P,3)THEN9120
9170 NEXTP:K=K+1:A(I,2)=X:A(I,3)=Y
9190 A(I,4)=0:A(I,5)=0:A(I,6)=30000:A(I,7)=0
9200 A(I,8)=10:A(I,9)=0:A(I,10)=20:A(I,11)=0
9210 A(I,12)=0:NEXTI:RETURN

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